



2011 MUNICIPAL ATHLETICS GIRL'S FAST PITCH LEAGUE RULES

Equipment Requirements:

- < NO METAL SPIKES for 12U & 14U. 18U are allowed to wear metal spikes.
- < All batters, on deck batters and non-adults in the coach's box must wear a double ear flapped helmet with face guard and **chin straps**.
- < Catcher's Equipment: NOCSAE approved mask with throat protector & helmet, chest protector, and shin guards required. NOTE! Any player warming up a pitcher (any where) must wear the official catcher's headgear.
- < Each team must supply a new ball for each game.
- < Double first base is not required, but is recommended.
- < Ball: 12" - yellow optic fastpitch with red stitch COR of .47
- < NAFA uses a bat standard, as defined by the NCAA. Shall not be more than 2 ½ inches (6.0 cm) in diameter at the largest part.

NAFA RULES APPLY. THE FOLLOWING ARE COMMON RULE QUESTIONS AND SOME ST. PAUL EXCEPTIONS:

1. A player's age on January 1, 2011 determines the age division in which they are eligible to participate during the 2011 season.
2. Players may play on more than one team if they are in different age groups and the person is eligible by age in both. That player can only play in one age group during the playoffs. The player must make the decision before the playoffs begin and the rec. center /organization staff must contact Municipal Athletics with their decision. Players participating on teams in both the SPPR league and a non-city league ie Tri-county **must play in at least 75%** of SPPR's administered league games to be eligible for playoffs.
3. Teams will play two 5 inning games each week. Legal game is 3 innings. No new inning after 60 minutes.
4. 10 run rule after 3 complete innings (2 ½ if home team is ahead).
5. Pitching distance - 12U: 40 ft. 14U-18U: 43 ft. Base distance - 60 ft.
6. Home team is listed second on schedule for the first game only. Second game – switch home team.
7. Time limit: 1 hour, 5 minutes for each game of the doubleheader. No new inning may start after.
8. Games tied after 5 innings shall be played with the "International Tie-Breaker - last batter on second rule." This is only if the time limit has not been reached. Otherwise a tied stands.
9. Team Roster limit: 15 Rosters are to be turned into the Municipal Athletics Office by June 3, 2011. You have until the half way point of the season to contact the Municipal Athletics office and submit, in writing, changes to the roster.
10. Teams must be at game site, with a minimum of 8 rostered players that are ready to play, no later than 10 minutes after the scheduled game time before a game is declared a forfeit. Teams not in attendance within an additional 10 minutes will forfeit the second game.
11. Teams may start and finish with 8 players (ninth spot is an out). If you drop to less than 8, the game is a forfeit. If the opposing team gives the shorthanded team the number of players needed to play, the game will be considered a legal game.
12. 3 coaches max. & players are allowed on the bench or coaching the bases. All coaches must be certified. Coach's badges must be worn during all games. No coach's children or others allowed on the bench.
13. Batting – line up must consist of all players batting. Players may rotate on defense at any time. Teams must notify the umpire & opposing team of any changes.
14. Sliding – girls do not have to slide, however they must avoid any collisions if they go in standing up.
15. Pitching Rubber – pitchers must have one foot on the rubber when releasing the ball.
16. Throwing the Bat – hitters that throw their bat while batting will be given one warning, after that the batter will be called out.
17. An inning will consist of 3 outs or 7 runs, which ever comes first. The last inning will be 3 outs with no run limit.
18. No jewelry. You cannot tape over earrings. Medic Alert & religious medals are allowed but must be taped to the body & not be visible.

12 & UNDER EXCEPTIONS:

1. If your team is ahead by more than 10 runs you may not steal.
2. If both coaches mutually agree, the pitching distance can be 35 ft. for struggling pitchers at the 12U level, 40 ft. for 14U.
3. When your team is ahead by 10 runs, your turn at bat will consist of 3 outs or once through the batting order, whichever comes first.

**** If an umpire does not show...**coaches should pick a person mutually agreed upon to umpire. Ask your center director to call in the persons name, address, and social security number to the Municipal Athletics office for payment.